



HELLBOUND



D&D SUPPLEMENT

A Hellraiser supplement for the
world's greatest roleplaying game

CONTENTS

INTRODUCTION	2
WHAT IS HELLRAISER?	2
A WORD OF WARNING	2
THE LEMARCHAND PUZZLE BOXES	3
CREATING YOUR OWN PUZZLE BOX	4
THE CENOBITES	5
PLAYER CHARACTER CENOBITES	5
PINHEAD, THE HIGH PRIEST OF HELL	7
ANGELIQUE, THE DEMON PRINCESS	8
CHANNARD, THE DOCTOR CENOBITE	9
CHATTERER, HELL'S RIGHT HAND	10
BUTTERBALL, THE GLUTTON	11
NIKOLETTA, THE FEMALE CENOBITE	12
PSEUDO-CENOBITES	12
THE CHATTERER BEAST	13
THE LABYRINTH	14
LEVIATHAN, GOD OF FLESH AND DESIRE	14
THE ENGINEERS	15
THE GUARDIANS OF THE PUZZLE BOX	16

IMAGE CREDITS

Hellraiser Poster by Bastien Lecouffe Deharme
Hellraiser Comic Covers Issues 2, 14, and The Cenobites by Nick percival
The Lament Configuration and The Labyrinth from *Hellraiser*
Pinhead, Angelique, Channard, Chatterer, Butterball, Nikoletta, Chatterer Beast, The Guardian, and The Engineer by blackcoat1 on DeviantArt
The Leviathan from *The Hellraiser Companion: Book of the Damned*
Hellraiser 30th Anniversary Soundtrack Poster by Matt Ryan Tobin

INTRODUCTION

Welcome to Hell! This is *Hellbound*, a small supplement for 5th Edition Dungeons and Dragons based on the *Hellraiser* franchise. Contained here are many of the basic elements of the *Hellraiser* universe, all written out and ready to be used to your game. But before we start, let me explain a few things.

WHAT IS HELLRAISER?

Hellraiser is a 30+ year old franchise that began with a novella written by legendary author Clive Barker called *The Hellbound Heart*. In it, we are introduced to the LeMarchand Configuration and The Cenobites, otherworldly beings of pain and pleasure. In it, we follow a group of people who had the misfortune of encountering the mystical puzzle box and the gate to a Hell-like realm that it opened when solved. The story was later adapted to film with *Hellraiser* in 1987. At the time of this writing there are 10 films, various books, comics, and many other forms of media. Exploring themes of sadomasochism, body horror, and human corruption, *Hellraiser* became a landmark horror film that laid the groundwork for an entire generation of horror media.

With this abundance of media from so many different creators with their own visions of the *Hellraiser* universe, not all of it is consistent or even considered canon by Barker. Depictions of characters and their abilities can differ widely from piece to piece, making research a tad difficult. With what information I could find, I decided to pick and choose aspects based on how well they would fit a D&D setting and, admittedly, how cool they were to me. I apologize up front to any diehard fans of the series that take issue with my own portrayal of the *Hellraiser* universe.

A WORD OF WARNING

Before using this supplement I want to make something perfectly clear. *Hellraiser* as a franchise is centered around dark themes. Visceral gore, sin, and sadomasochism are all heavily present. Please, TALK TO YOUR PLAYERS BEFORE USING THIS! Not everyone will be alright with this sort of thing and you should respect the boundaries of your players. Everyone at the table should be ready and willing to embark on whatever bloodsoaked journey into Hell you have planned before doing anything. You're there to tell a story and to have fun while doing it, so please be careful.

Now that all of that is out of the way, we have such sights to show you...



THE LEMARCHAND PUZZLE BOXES

The LeMarchand boxes are a series of black lacquered wooden boxes, each measuring four inches on each side. Intricate designs cover each face that are made of a strange golden metal. Sigils in an unknown script are part of the design but no scholar has been able to decipher them, even with magic. Despite being a puzzle box, there appear to be no outwardly visible seams, or at least none that readily show themselves. Aspects of the boxes seem to be mechanical in nature but the pieces do not often move in ways that machines should, leading many to believe that the arcane had some part in their construction.

Tinker and the Occult. Philip LeMarchand was a tinker and toymaker who created bizarre and intricate music boxes as well as mechanical singing birds. But he was also a devotee to magic and the occult, a quality that would lead him down a dark path. He was inspired by and fascinated with the works of the famed philosopher Albertus Magnus, who wrote about a box that when opened would introduce unknown wonders to the solver.

First Contact. In his quest to recreate this legendary box, he ran into a problem of materials. Steel had the resilience he needed for the box, but it was too unyielding, not allowing for the intricate work he needed. So using more archaic methods, he summoned one of the mythical Cenobites for aid named Baron. Baron was impressed with his designs and saw his potential, agreeing to help him achieve his goal as it would also benefit Hell.

Bastard's Gold. Baron imparted to LeMarchand the knowledge to create a special material necessary for completing the box. It would not be easy to create for the toymaker, however. It required copious amounts of human fat and a number of other unique materials. Killing a local courtesan and his apprentice, he acquired the materials he needed and through a series of alchemical processes that took 24 hours he had finally created what he would call Bastard's Gold. This special golden metal has a malleability not unlike lead or a hard clay, easy to shape with tools yet it has the resilience of steel. With this new material at his disposal, he finally completed what would be the first of many puzzle boxes, the Lament Configuration or "Box of Sorrows".

Steeped in Blood. LeMarchand became obsessed, setting out to create as many of them as he could. Selling the boxes to collectors and the aristocracy, word began to spread of notable figures disappearing mysteriously, no doubt the work of his boxes. He traveled the world, killing and creating boxes wherever he went. Creating over 270 boxes and killing hundreds if not thousands of people, LeMarchand mysteriously disappeared one day, only leaving behind his bloodstained legacy.

Not Hands but Desires. The LeMarchand boxes cannot be opened by just anyone, for it is not hands that open the box but desires. Only someone who desires pleasures beyond their wildest imagination or one who has committed great sin can open it. The box will also allow itself to be opened if there is someone nearby who matches those criteria.

OPENING THE BOX

If you have a player who wishes to open one of the boxes, look at their character flaws and past actions. Keep in mind the kinds of people the Cenobites were before they became servants of Hell. If they possess those sort of traits, a DC 15 Intelligence check will allow them to open the box. If they do not but someone within 15 feet does, the box will also open but the Cenobites will come for them instead.

Gateway to Hell. With each piece of the puzzle moved, a simple tune begins to play from a music box that is hidden within. As each new piece is moved, another filigree is added to the tune. As it is nearly completed, a bell begins to toll mournfully in the distance, seemingly coming from within the box. Once solved, the true purpose of the puzzle boxes is revealed. Walls give way to lights and the labyrinth, the gateway is opened and the Cenobites are summoned forth from their home dimension.

Leviathan's Judgement. When the schism between dimensions is opened and the Cenobites are brought to the material plane, the solver of the box is judged. While the Cenobites offer an experience of the solver's wildest dreams, the Leviathan, Lord of the Labyrinth, judges the solver. If the Leviathan deems the solver worthy, the Cenobites take them back to Hell where they are transformed into a Cenobite themselves. If they are deemed not worthy, however, the Cenobites kill the solver and force them to endure an eternity of suffering in their own personal torment.

Be Careful What You Wish For. Mortals who come into the possession of a LeMarchand box do so seeking pleasures beyond anything they could imagine. But when the box is opened and the Cenobites come for them, they realize all too late that they have made a grave mistake. Twisted by sadomasochism, the Cenobites no longer differentiate between pain and pleasure as for them they are one and the same. It is only once a mortal is made into a Cenobite themselves do they fully understand their nature.

Evasion. But not all is lost for one who has opened the gate. If one is quick enough, the Cenobites can be sent back to Hell by resolving the puzzle box, but not if they are already in Hell. For the more devious, the Cenobites can often be reasoned with, offering the soul of another in exchange for their own. If neither of these can be done, the only way to bring back someone who has been taken is to spill blood on the spot where they were taken or on an object tied to their abduction.

Returning from Hell. When a creature returns from Hell in this manner, a portion of their body is recreated from a pool of blood that appears where they were taken. How long they spent in Hell will determine how much of their body is regenerated and how much of them is yet to be remade. They will gain 1 point of exhaustion and have their maximum hit points reduced in accordance with the length of time they spent in Hell. Consult the Hellish Exhaustion chart below for the appropriate time scale and amounts. At 6 points of exhaustion, the creature does not die instantly but they will if they suffer any damage whatsoever.

To continue the restoration process, they need blood and lots of it. The creature gains the ability to drain the blood of a creature who has lost at least 1 hit point worth of physical damage. The creature will no doubt struggle so it is best that they are either restrained or knocked unconscious for this process. A small creature will restore ½ a point, a medium creature will restore 1 point, and a large creature will restore 2 points.

Once the creature has lost its last level of exhaustion and its hit point maximum has returned to normal it loses the ability to drain blood. Then the creature needs the skin of another creature that matches their body type to wear as their own.

After a long rest, this skin becomes their own and their body has been fully restored. Be warned, once the Cenobites are aware of their escape they will attempt to retrieve the creature by any means necessary.

HELLISH EXHAUSTION

Time Spent	Exhaustion Level	Health Reduction
1 Hour+	1	1/6th of total
1 Day+	2	1/3rd of total
1 Week+	3	1/2 of total
1 Month+	4	2/3rds of total
6 Months+	5	5/6th of total
1 Year+	6	They have 1 hit point

CREATING YOUR OWN PUZZLE BOX

Have a particularly inventive player character? With much time, effort, and blood they too can follow in LeMarchand's footsteps and create their own puzzle boxes. They must start by finding the blueprints to the box. There are 8 total pages that explain the entirety of the boxes construction. As a fun story element, you can make one of the pages a trinket, much like number 77 on the trinket table on page 161 of the Player's Handbook.

You can attempt to begin work on the box if you have at least four of the pages but the DC for its construction will be quite high. Each subsequent page found will reduce the DC. Next the PC must be proficient with Tinker's Tools and Alchemist's Supplies, or at least know someone who is. For materials, the PC must have 50 gp worth of raw materials for most of the box's construction as well as about 2 pounds of Bastard's Gold. After a successful Tinker's Tools check the box will be complete. From there, it is up the PC whether they open the box themselves or pass it on to another unlucky soul.



Bastard's Gold. Bastard's Gold is a unique metal with an unusual properties. With a malleability that of lead or a hard clay, it takes to shaping incredibly well yet has the resilience of steel. Weapons made from the metal deal an additional 1d6 psychic damage and a full set of armor made from it gives resistance to psychic damage. More mundane items made from the metal will often fetch a higher price when sold. Unlike most metals, Bastard's Gold can forever be reworked into any new shape without becoming brittle.

Creating Bastard's Gold requires the use of the fat from two humans and four other unique ingredients per pound of the metal created. What these ingredients are is entirely up to the twisted whims of the DM. Look at the spell components for inspiration or even the alchemy ingredients from many video games like The Elder Scrolls. Once all of the components have been gathered, they must be combined using Alchemist's Supplies in a process that takes 24 hours per pound created.

THE CENOBITES

Creations of the Leviathan, the Cenobites are explorers in the further regions of experience. Demons to some, angels to others, the Cenobites live to carry out Hells wishes with unrivaled dedication. These creatures were once humans, seekers of pleasures and sinners through and through. They came into possession one of the LeMarchand boxes one way or another and they were deemed worthy by the Leviathan to become Cenobites. Cenobites are most often encountered as a group, know as a Gash, but some high ranking Cenobites have been known to work alone in the field, only calling in, or sometimes creating, reinforcements when they need them.

Sadistic Forms. Dressed in fetishistic leathers in the style of butchery garments or religious vestments, Cenobites for the most part resemble their previous form, albeit pale, ritualistically scarred, and mutilated. Their clothing is imbedded with wire and hooks that hold open wounds in their bodies, keeping them from healing and causing perpetual pain, or is that pleasure for the Cenobites? Many also keep various tools for inflicting pain on others on their bodies, namely the weapons they wield.

Cold Devotion. Cenobite tend to have amoral personalities, neither demonstrably malicious nor beneficent, displaying a depraved indifference or lack of empathy towards their victims. They are devoted followers of a form of supernatural hedonism with unorthodox definitions of pleasure.

Although vaguely described, this form of pleasure endorsed by the Cenobites involves two distinct forms: the expansion of sensation to an extremely painful point of sensory overload, and enduring excruciating pain through incessant tortures that transcend traditional laws of physics. They have no discernible morality or immorality, merely the unwavering devotion to their craft.

Wavering Loyalty. The Cenobites are not without free will. They choose to continue their existence in this manner but some on occasion have rebelled against the Leviathan, questioning its decisions and competence. These rebellions, however, are quickly quelled as other Cenobites rally to the aid of the Leviathan, killing any who once stood against the Lord of the Labyrinth.

Memories. When a mortal becomes a Cenobite, they are rid of the memories they kept of their former lives. But, it has been known to happen on occasion that a Cenobite's memories can be returned to them with a little persuasion. Words alone are not enough, however. The stern will of the Cenobites makes them treat any act of this manner as a trick, some sort of game of deception. If one can somehow glean the former life and person a Cenobite once was, they will need a memento, something tied to them, and a DC 18 Charisma (Persuasion) check. If successful, the Cenobite's memories return to them and in mind they are restored to who they once were. In the eyes of the Leviathan, however, they are considered traitors to Hell and it will command other Cenobites to hunt them down. A "reformed" Cenobite can be physically restored by the use of a *Greater Restoration* spell.

Path to Hell A Cenobite has the ability to open a tear in reality, usually in a nearby wall, that leads to the labyrinth. They can also do this from within the labyrinth to any location they have seen before or where a LeMarchand box has been opened. It is an action to open or close these tears and they remain open until closed.

Cenobite Nature. A Cenobite doesn't require air, food, drink, or sleep.

PLAYER CHARACTER CENOBITES

If a player manages to open one of the boxes, the Cenobites will come and their judgement will begin. The Cenobites and the Leviathan are incredibly adept at seeing people for what they truly are. The actions of the characters, their personality traits, and even alignment should factor heavily in how they are judged.



If the character has an evil alignment and deeds and flaws that rival that of the Cenobites themselves, they will be judged worthy by the Leviathan to become a Cenobite. The Cenobites will make every attempt to take them before the Leviathan where they will forcibly transformed into a Cenobite. If they are not deemed worthy, the Cenobites will make every attempt to either kill them where they stand or drag them back to Hell for an eternity of torment.

CENOBITE TEMPLATE

When a creature becomes a Cenobite it retains all statistics except as described below.

- The creature loses any Intelligence or Charisma based skill proficiencies and any tool proficiencies it had.
- It loses any memory of its former life or events prior to its transformation.
- It keeps any class or racial abilities.
- It loses its character traits and they are replaced with the following:
 - **Personality.** I take great pride in my work and will see my task to the end.
 - **Ideal.** Pain and pleasure are one in the same and I relish it.
 - **Bond.** Everything I do is for the Leviathan.
 - **Flaw.** I have an insatiable desire for carnal pleasures.

Ability Scores. It gains a +2 to Strength and +1 to any ability score

Type. The creature's type changes to Fiend (cenobite) and it no longer requires air, food, drink, or sleep.

Damage Immunities. The creature gains immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Condition Immunities. The creature cannot be charmed or frightened.

Magic Resistance. The creature gains advantage on saving throws against spells and other magical effects.

Magic Weapons. The creature's weapon attacks are magical and any mundane weapon it chooses to wield becomes magical.

Supernatural Empathy. The creature has advantage on Wisdom (Insight) checks.

Telekinesis. The creature can move small objects weighing no more than 10 pounds with only thought. It can only manipulate one object at a time and it must be within 30 feet of it. The object cannot be worn or carried.

Labyrinth Gate. The creature gains the ability to open gates between the material plane and the labyrinth. As an action they can open a gate from any wall in the material plane to any point within the labyrinth. The can also open a gate in the labyrinth to any wall in the material plane that they have seen before or where a LeMarchand box has been opened.

New Action: Rending Chains. The creature causes hooked chains to appear in an unoccupied space in dim light or darkness within 30 feet of it. A creature within 30 feet of that space must a DC 16 Dexterity saving throw or take 7 (2d6) slashing damage and be pulled 30 feet toward the chains. Afterwards the chains disappear back into the darkness.



PINHEAD, THE HIGH PRIEST OF HELL

Medium fiend (cenobite), lawful evil

Armor Class 16

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	17 (+3)	18 (+4)	14 (+2)

Saving Throws Dex +6, Wis +7, Cha +5

Skills Perception +7, Insight +7

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft. passive Perception 14

Languages All

Challenge 7 (2900 XP)

Magical Weapons. The high priest of hell's weapon attacks are magical and any mundane weapon it chooses to wield becomes magical.

Magic Resistance. The high priest of hell has advantage on saving throws against spells and other magical effects.

Supernatural Empathy. The high priest of hell has advantage on Wisdom (Insight) checks.

Telekinesis. The high priest of hell can move small objects weighing no more than 10 pounds with only thought. It can only manipulate one object at a time and it must be within 30 feet of it. The object cannot be worn or carried.

ACTIONS

Rending Chains. The high priest of hell causes hooked chains to appear in an unoccupied space in dim light or darkness within 30 feet of it. A creature within 30 feet of that space must a DC 16 Dexterity saving throw or take 7 (2d6) slashing damage and be pulled 30 feet toward the chains. Afterwards the chains disappear back into the darkness.

Binding Chains. The high priest of hell causes hooked chains to erupt from nearby areas of dim light or darkness within 30 feet of a creature it can see within 60 feet. The creature must make a DC 16 Dexterity saving throw or suffer 16 (3d10) slashing damage and be restrained. The creature can attempt to break free as an action. If they break free of the chains they suffer another 16 (3d10) slashing damage as the hooks rip flesh from them.

PINHEAD, THE HIGH PRIEST OF HELL

He is the most revered of all of Hell's army and a favorite of the Leviathan because of his understanding of Hell's rules and the Leviathan's frame of mind. Because of this, he is chosen to be the voice of Hell and occasionally the Leviathan itself. One of the most powerful Cenobites to ever serve the Leviathan, he even has the ability to create what are known as Pseudo-Cenobites should he need reinforcements while in the field. His bald head is ritualistically scarred in a grid pattern and in each intersection a jeweled nail is driven into his skull. His long priestly garments have patches on the torso where flesh is torn open and exposed.

He began as Eliot Spencer, a well spoken captain of the military who had great empathy and compassion for those around him. During his time in war, he witnessed the inhumane acts committed by both sides and he lost his faith in the world. He denounced the gods and felt he no longer had the right to live after watching many of his comrades perish in such horrific circumstances. The trauma of his experiences consumed him, leaving the jaded Spencer to wander the world indulging in a hedonistic lifestyle, turning to the baser methods of satisfaction and pleasure, until finding a LeMarchand box and finally understanding the true pleasures of pain and suffering.



ANGELIQUE, THE DEMON PRINCESS

Long before the time of the High Priest of Hell, there was Angelique, the Demon Princess and daughter of the Leviathan. One of very few true demons in Hell, her power rivals that of the Hell Priest and shares a similar position in Hell. Like the Hell Priest, she also has the ability to create Pseudo-Cenobites should she need them in the field. Perhaps due to her demon nature and her feminine figure, she prefers to employ manipulation and persuasion tactics to get mortals to do as she wishes instead of the more brazen intimidation methods of her fellow Cenobites, often to the chagrin of the Hell Priest.

Her bald head is bisected, pulled open with hooks and wire exposing the skull beneath. Unlike the more formal robes and uniforms of her fellow Cenobites, she wears a skin tight leather dress that leaves her thighs and stomach bare. Her lower arms are covered with elbow length gloves.

Angelique was only a demon at first. Summoned to the material plane by a nobleman and his servant using the Lament Configuration, the first LeMarchand puzzle box, as a conduit for a dark ritual. Bound to the nobleman and his servant due to the ritual, Angelique was forced to follow their every command without question under the pretense that they not stand in the way of Hell's wishes. It was not long after that the servant took charge and commanded her to kill the aristocrat, of which she took great pleasure in. Now on their own, Angelique kept the servant alive for the next 200 years. She then discovered the whereabouts of a descendant of LeMarchand, one who she thought had the potential to continue his ancestors work. Eager to investigate for herself, she tried to get the servant to take her to his whereabouts. The servant forbade it therefore standing in the way of Hell's mission, giving her the opportunity to finally kill him and be free.

Not wanting to attempt her plan alone, she manipulated a local into solving the Lament Configuration, summoning reinforcements from Hell to aid her. Surprised, the Hell Priest is the one who arrived, telling her that Hell has changed greatly in her absence, more ordered than the chaos she remembers.



Together through a combination of seductive manipulation and painful intimidation, the pair attempt to get the toymaker's descendant to finish what would become the largest gateway to Hell ever constructed. But before their plan can come to fruition, they are sent back to Hell with the Lament Configuration. The Hell Priest transforms Angelique into a Cenobite for her failure, joining him as a member of his Gash.

ANGELIQUE, THE DEMON PRINCESS

Medium fiend (cenobite), lawful evil

Armor Class 16

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	11 (+0)	13 (+1)	12 (+1)	21 (+5)

Saving Throws Dex +6, Wis +4, Cha +8

Skills Deception +9, Persuasion +9

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft. passive Perception 11

Languages All

Challenge 7 (2900 XP)

Magic Resistance. Angelique has advantage on saving throws against spells and other magical effects.

Magic Weapons. Angelique's weapon attacks are magical and any mundane weapon it chooses to wield becomes magical.

Supernatural Empathy. Angelique has advantage on Wisdom (Insight) checks.

Telekinesis. Angelique can move small objects weighing no more than 10 pounds with only thought. It can only manipulate one object at a time and it must be within 30 feet of it. The object cannot be worn or carried.

Innate Spellcasting. Angelique's spellcasting ability is Charisma (spell save DC 16). Angelique can innately cast the following spells, requiring no material components:

At will: *charm person*, *friends*, *minor illusion*

3/day each: *major image*, *suggestion*

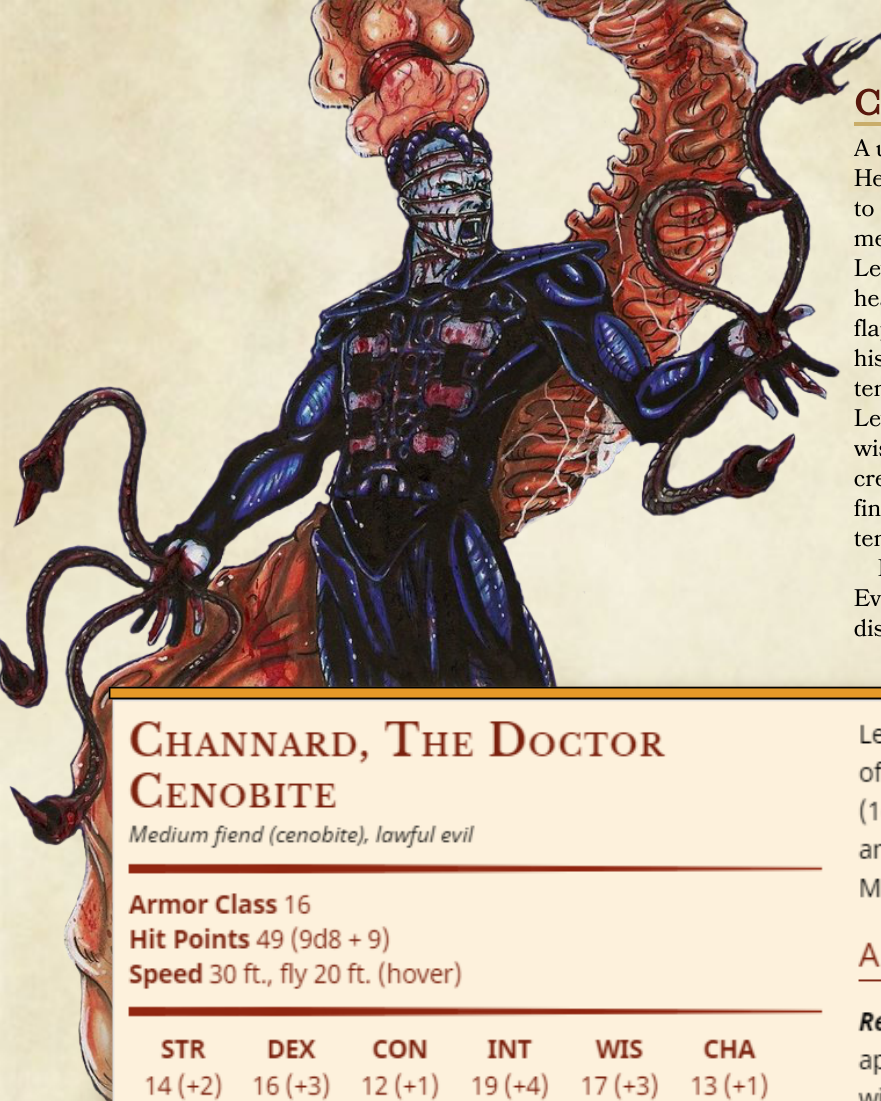
1/day each: *dominate person*

ACTIONS

Multiattack. Angelique makes 2 attacks with her sacrificial blade.

Sacrificial Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage and 5 (1d8) necrotic damage.

Rending Chains. Angelique causes hooked chains to appear in an unoccupied space in dim light or darkness within 30 feet of it. A creature within 30 feet of that space must a DC 16 Dexterity saving throw or take 7 (2d6) slashing damage and be pulled 30 feet toward the chains. Afterwards the chains disappear back into the darkness.



CHANNARD, THE DOCTOR CENOBITE

A unique Cenobite, Channard is an exception to Hell's rules. He became a Cenobite willingly, wanting nothing more than to serve the Leviathan and in turn he was allowed to keep his memories. A favorite of Hell, he has a direct connection to the Leviathan through a fleshy tendrill embedded into his bald head. He wears a similar outfit to that of the Hell Priest, with flaps on his chest that expose torn flesh. Wires wrap around his head, cutting deep horizontal gashes into his face. The tendrill in his head gives him access to a small portion of the Leviathan's power and allowing him to move in any way he wishes while within the labyrinth. From his palms he can create smaller tendrills, tipped with blades, grasping claws for fine manipulation, and other instruments of torture. These tendrills can even be fired as projectiles.

Philip Channard had always had a certain lust for blood. Even at a young age he had a sick fascination when dissecting animals.

CHANNARD, THE DOCTOR CENOBITE

Medium fiend (cenobite), lawful evil

Armor Class 16

Hit Points 49 (9d8 + 9)

Speed 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	19 (+4)	17 (+3)	13 (+1)

Saving Throws Dex +6, Wis +6

Skills Medicine +6, Perception +6

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 60 ft. passive Perception 13

Languages All

Challenge 7 (2900 XP)

Magic Resistance. Channard has advantage on saving throws against spells and other magical effects.

Magic Weapons. Channard's weapon attacks are magical and any mundane weapon it chooses to wield becomes magical.

Supernatural Empathy. Channard has advantage on Wisdom (Insight) checks.

Telekinesis. Channard can move small objects weighing no more than 10 pounds with only thought. It can only manipulate one object at a time and it must be within 30 feet of it. The object cannot be worn or carried.

Leviathan's Link. Channard is connected directly to the

Leviathan by a long fleshy tendrill. This tendrill has an AC of 15 and 25 Hit Points. When severed, Channard takes 6 (1d10) psychic damage from the connection feedback and falls to the ground, losing its flight speed, Multiattack, and Electric Bolt actions.

ACTIONS

Rending Chains. Channard causes hooked chains to appear in an unoccupied space in dim light or darkness within 30 feet of it. A creature within 30 feet of that space must a DC 16 Dexterity saving throw or take 7 (2d6) slashing damage and be pulled 30 feet toward the chains. Afterwards the chains disappear back into the darkness.

Multiattack. Channard makes 2 attacks; one with its tendrills and one with its tendrill spear or two with its tendrill spear.

Tendrills. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage. Channard can choose to grapple the target (escape DC 15) if it isn't already grappling a creature. Until the grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Tendrill Spear. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 14 (2d10+3) piercing damage.

Electric Bolt. Channard hurls a bolt of electricity at a creature within 60 feet. It makes a ranged spell attack (+7 to hit) and on hit the target take 11 (2d10) lightning damage.

An intelligent man, he became a well respected medical practitioner and opened a hospital for treating the mentally ill. He spent a lifetime trying to heal damaged minds, but in fact his was the most damaged. He had acquired a collection of LeMarchand puzzle boxes and he was obsessed with unlocking their secrets. Years passed as he abused his patients in an attempt to unlock the boxes and learn the secrets of Hell.

One of his patients, a girl whos trauma had locked her in a state of permanent silence, was a favorite of his as she was an expert puzzle solver. Sacrificing one of his patients atop the bloodstained mattress where a woman had been taken to Hell, she was brought back, but was missing her skin. Lusting for Hell's knowledge, he tended to her needs for blood so she would tell him the secrets of the box. Once whole again she had the girl open the box, opening the gateway to Hell where she took him to the Leviathan who deemed him worthy to become a Cenobite. Newly transformed, he was the same as before, yet changed, now ready to serve the Leviathan.

CHATTERER, HELLS RIGHT HAND

The muscle of the Hell Priest's Gash, Chatterer is always present but never speaks, only making odd chattering sounds with his teeth. His face is covered in a mass of burned skin with no visible facial features besides his mouth. His mouth is stretched open by hooks digging into the sides of his mouth and stretch to the torn flesh on the back of his head. He also has slices into his stomach, and on sections on his chest and on his back.



CHATTERER, HELL'S RIGHT HAND

Medium fiend (cenobite), lawful evil

Armor Class 17

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	15 (+2)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Str +7, Con +7

Skills Athletics +8, Intimidation +3

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, frightened

Senses blindsight, darkvision 60 ft. passive Perception 12

Languages Understands all languages but can't speak
Challenge 6 (2300 XP)

Magic Resistance. Chatterer has advantage on saving throws against spells and other magical effects.

Magic Weapons. Chatterer's weapon attacks are magical and any mundane weapon it chooses to wield becomes magical.

Supernatural Empathy. Chatterer has advantage on Wisdom (Insight) checks.

Telekinesis. Chatterer can move small objects weighing no more than 10 pounds with only thought. It can only manipulate one object at a time and it must be within 30 feet of it. The object cannot be worn or carried.

ACTIONS

Multiattack. Chatterer makes 2 attacks with its chains.

Chains. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) slashing damage. The target is grappled (escape DC 16) if chatterer isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Rending Chains. Chatterer causes hooked chains to appear in an unoccupied space in dim light or darkness within 30 feet of it. A creature within 30 feet of that space must a DC 16 Dexterity saving throw or take 7 (2d6) slashing damage and be pulled 30 feet toward the chains. Afterwards the chains disappear back into the darkness.

Jim was a young boy who framed his mother for the murder of his abusive father. Now an orphan, Jim was put into an orphanage where he and the others were all taught that they would be useless to society. He fell in love with another boy and regularly prayed to the God of Love for affection. Once old enough to work, he sold himself on the street, often receiving compliments on his appearance, much to his disgust. One client asked him what his deepest desire was and his response was “to be loved”. When asked again, he says “to be ugly”, wanting to be loved for who he is. The client gives him a LeMarchand box and tells him to distribute them, serving who he is told is the God of Pain and Desire.

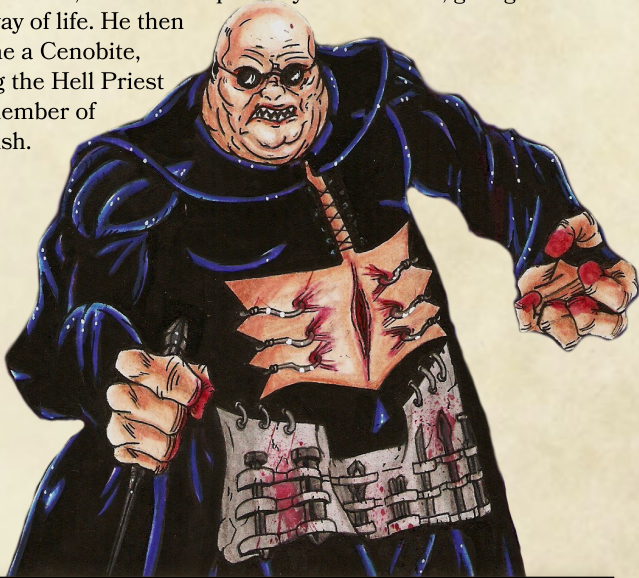
Years later he is reunited with his old love who had been blinded by his former procurer for Jim's decision to leave. Jim is told to give a LeMarchand puzzle to him by one of Hell's agents but instead they elope. His lover proclaims his hatred for Jim during the act and he leaves without solving the box. Jim's wish is granted, triggering a living nightmare worse than death, the Leviathan forcibly disfiguring him, transforming him into the Cenobite Chatterer. Now serving as second lieutenant to the Hell Priest, he is a child of misery who sought redemption from the LeMarchand puzzle box and only found the indulgence of pain. His solitude and misery forever accompanied by the echoes of the sound of his chattering teeth.

BUTTERBALL, THE GLUTTON

Though his rank is rather low among those in the Hell Priest's Gash, Butterball is the most intelligent. He is an obese man, black lense glasses pressing into the sides of his bald head, eyes sewn shut.

A deep vertical slice in his stomach is held open with hooks, exposing his internal organs. Clad in the leather of his fellow Cenobites, the skin on his head has been stretched and bloated with fat. His teeth have been sharpened to fine points.

He began as Laslo, a despicable man who was disappointed with his gluttonous ways and the wasting of his talent. Yet he could not stop eating more than he needed, always seeking more pleasures. When he found one of the LeMarchand boxes, he was drawn to it, promising to give him all he could ever desire and in some way quell his never ending appetite. But instead like all seeking the box before and after him, all he found pain beyond measure, giving him a new way of life. He then became a Cenobite, joining the Hell Priest as a member of his Gash.



BUTTERBALL, THE GLUTTON

Medium fiend (cenobite), lawful evil

Armor Class 17

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	19 (+4)	13 (+1)	11 (+0)

Saving Throws Str +5, Wis +3, Cha +2

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, frightened

Senses blindsight, darkvision 60 ft. passive Perception 11

Languages All

Challenge 4 (1100 XP)

Magic Resistance. Butterball has advantage on saving throws against spells and other magical effects.

Magic Weapons. Butterball weapon attacks are magical and any mundane weapon it chooses to wield becomes magical.

Supernatural Empathy. Butterball has advantage on Wisdom (Insight) checks.

Telekinesis. Butterball can move small objects weighing no more than 10 pounds with only thought. It can only manipulate one object at a time and it must be within 30 feet of it. The object cannot be worn or carried.

ACTIONS

Multiattack. Butterball makes 2 attacks with his knife.

Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Rending Chains. Butterball causes hooked chains to appear in an unoccupied space in dim light or darkness within 30 feet of it. A creature within 30 feet of that space must a DC 16 Dexterity saving throw or take 7 (2d6) slashing damage and be pulled 30 feet toward the chains. Afterwards the chains disappear back into the darkness.



NIKOLETTA, THE FEMALE CENOBITE

Since her induction into Hell's army, Nikoletta has been at the side of the Hell Priest as a member of his Gash. Her mostly bald head has only the faintest wisps of hair and her face is deeply sunken. Her throat is torn open, held in place with a wire apparatus that runs through her cheeks, giving her a raspy, whispery voice. A nail runs through her nose and her leather robes expose cuts along her stomach area.

Sister Nikoletta was a priestess, but despite her spiritual upbringing she had always had an interest in sin. This interest grew over time into an obsession and it was all she desired. One day, a man looking for a place to spend the night gave her a LeMarchand box after sensing her desire and sinful nature. Opening it, she was taken to Hell where she indulged in her sinful pains, pleasures, and desires. She became a Cenobite of Hell, and joined the Hell Priest as a member of his Gash.

PSEUDO-CENOBITES

Pseudo-Cenobites are created by a Cenobite of great power, killing mortals and converting them in a process that takes mere hours as their souls are returned to their now altered forms. Unlike normal Cenobites, they retain the memories of their previous life, often using that knowledge when hunting targets and claiming souls in the name of Hell. When created, any sins they might have committed in life can influence their new form. Should a Pseudo-Cenobite fall in combat, they are sent back to Hell to be rewarded by the Leviathan.

NIKOLETTA, THE FEMALE CENOBITE

Medium fiend (cenobite), lawful evil

Armor Class 15

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	11 (+0)	15 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +7, Wis +4, Cha +5

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft. passive Perception 11

Languages All

Challenge 4 (1100 XP)

Magic Resistance. Nikoletta has advantage on saving throws against spells and other magical effects.

Magic Weapons. Nikolettas weapon attacks are magical and any mundane weapon it chooses to wield becomes magical.

Supernatural Empathy. Nikoletta has advantage on Wisdom (Insight) checks.

Telekinesis. Nikoletta can move small objects weighing no more than 10 pounds with only thought. It can only manipulate one object at a time and it must be within 30 feet of it. The object cannot be worn or carried.

ACTIONS

Multiattack. Nikoletta makes 2 attacks with her serrated blade.

Serrated Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage. On hit, the target takes an additional 4 (1d6) damage at the beginning of its next turn.

Rending Chains. Nikoletta causes hooked chains to appear in an unoccupied space in dim light or darkness within 30 feet of it. A creature within 30 feet of that space must a DC 16 Dexterity saving throw or take 7 (2d6) slashing damage and be pulled 30 feet toward the chains. Afterwards the chains disappear back into the darkness.

They have proven their loyalty to Hell's mission so they are made into full Cenobites. Though not as strong as their full Cenobite masters, their numbers and natural resilience can still make them a deadly threat for those caught in their path.

PSEUDO CENOBITE TEMPLATE

Any humanoid creature can become a Pseudo-Cenobite but they must be dead before the process can begin. The process takes 1 hour per converted creature and requires the full attention of the Cenobite enacting it. When a creature becomes a Pseudo-Cenobite it retains its statistics except as described below.

Type. The creature's type changes to Fiend (cenobite) and it no longer requires air, food, drink, or sleep.

Damage Resistances. The creature gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Condition Immunities. The creature cannot be charmed or frightened.

Magic Resistance. The creature gains advantage on saving throws against spells and other magical effects

Stat Increases. The creature's Strength score increases by 2 and it gains +1 to any ability score.

Actions or Abilities. Each Pseudo-Cenobite created is unique and gains a special attack or ability unique to its new form. The DM is encouraged to create something that invokes the twisted creativity of the Cenobites. For example, a notable Pseudo-Cenobite was a bartender in life and thus their new form could breathe fire and use molotov cocktails as a weapon.

THE CHATTERER BEAST

This large, hellhound-like creature was created by the Leviathan in Chatterer's image out of the tortured flesh of mortals. Commanded by and a sort of pet to the Hell Priest, its claws can rend flesh and its jaws can easily break bone. It is a ruthless killer, often devouring the people it is commanded to hunt down.



CHATTERER BEAST

Medium construct, lawful evil

Armor Class 15

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Str +6, Dex +6

Skills Perception +5

Damage Immunities poison, lightning, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight, darkvision 60 ft., passive Perception 15

Languages understands the languages of its creator but can't speak

Challenge 4 (1100 XP)

Magic Resistance. The chatterer beast has advantage on saving throws against spells and other magical effects.

Magic Weapons. The chatterer beast's weapon attacks are magical.

Keen Hearing And Smell. The chatterer beast has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The chatterer beast has advantage on an attack roll against a creature if at least one of the chatterer beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

Immutable Form. The chatterer beast is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the chatterer beast is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The Chatterer Beast makes 2 attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., Hit: 13 (2d8+4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage.

THE LABYRINTH

An unholy and evil realm of limitless eternal pain and pleasure. Ruled by the Leviathan, it is a dark, neverending labyrinth that stretches downwards into the empty abyss below, the immense diamond form of the Leviathan floating above the center of the endless corridors.

LABYRINTH ENCOUNTER

d8 Encounter

- 1 **Engineer.** You encounter 1d4-1 Engineers (minimum 1).
- 2 **Cenobite.** You encounter a single lone Cenobite.
- 3 **Cenobite Gash.** You encounter a Cenobite Gash of 1d4+1 members.
- 4 **Personal Hell.** The dark energies of the labyrinth begin to set in. You must make a DC 28 Wisdom saving throw or suffer the effect of the *Phantasmal Killer* spell. This effect lasts for 1 minute or until a successful save is made.
- 5 **Tortured Soul.** You encounter a lone person trapped within their own torment. They are under the effect of the *Phantasmal Killer* spell and appear bloody, bruised, and severely wounded.
- 6 **Manifested Torment.** You encounter the physical manifestation of another person's personal torment. They are under the effect of the *Phantasmal Killer* spell but everything that appears to them also appears to you and can effect you.
- 7 **Leviathan's Light (only the top layer).** The Leviathan's inky black light sweeps in your direction. You must make a DC 28 Wisdom saving throw or suffer 3d12 psychic damage as you are forced to relive every sin and wrongdoing you have ever committed in excruciating detail.
- 8 **Lightning Strike (only on top layer).** The skies crackle with thunder and lightning. You must make a DC 18 Dexterity saving throw or take 3d10 lightning damage, half as much on a successful save.

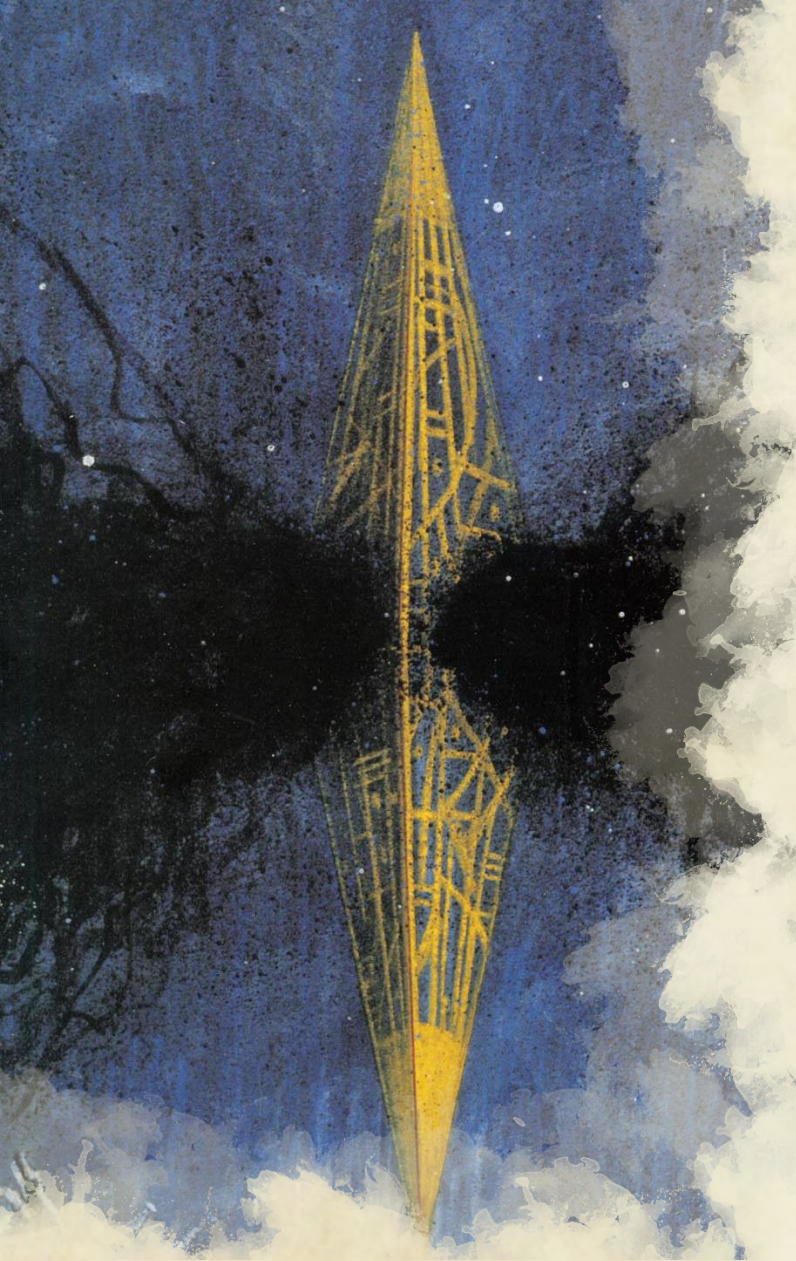
Though Hell in its natural form takes the shape of a labyrinth, it has the power to take on any shape or state depending on the pleasures and pains of the souls within it. These changes in states can either be physical changes in the structure of the labyrinth or only in the mind of those within. On the top layer of the labyrinth, the Leviathan is clearly visible. High winds tear through the labyrinth and the sky rumbles with ever present rainless thunderstorms.

Travel to the labyrinth is difficult at best and highly dangerous at worst. The primary way of entering Hell is through the Cenobites, as they are the ones who come to forcefully collect those who open the LeMarchand boxes. If one can get by them, the gates they open in reality remain open for the duration of their visit to the material plane. Otherwise, a Planeshift spell will place you on the top layer of the labyrinth near one of the entrances to the lower levels.

LEVIATHAN, THE GOD OF FLESH, HUNGER, AND DESIRE

Lord of the Labyrinth and creator of the Cenobites, all beings in its dimension serve its will absolutely, willing or otherwise. Floating above the infinite labyrinth of Hell, when a damned soul lays eyes on it, it appears rather innocuous; a simply and perfect geometric shape spinning at the center of its world. A metallic diamond covered in the same sigils of the LeMarchand boxes, it emanates a series of deep drones like the sounds of war horns. When translated with magic, these drones spell out the word "God".

Fallen Ancient. As ancient legends tell, the Leviathan existed before all other beings and even life itself. But when the gods and their creations befel the world, nature and chaos exploded into the Leviathan's realm. The Leviathan retaliated, grinding and crushing chaotic life even as it tried to spread. But in time, life was again at the Leviathan's door, and threatened to overwhelm its realm as green began to cover grey, one world looking more and more like the other.



War on Chaos. Waging a personal war on chaos and flesh, the Leviathan looked for a more effective means of combating its nemesis. It found the mortal races in their infancy and saw them as the perfect instruments. It came to them in their dreams, whispering to them the keys of logic in the secret language of magic and science that could only describe the vision that burned in their minds - of spells, of machines, of weapons of all things glorious and magnificent. The Leviathan showed mortals how to use these against the world, that they may bring all life around them to its knees, bend it to their will and destroy all that stood in their way. Violence, war, bloodshed, all became a part of mortal society and the world they lived in. The world began to bleed, growing only more silent and more still.

The Cenobites. Hell had been returned to its perfect order but that wasn't enough for the Leviathan. Once again it invaded the dreams of mortals, choosing apostles to spread its gospel for the Leviathan's dark design. The Leviathan needed to bolster the ranks of Hell, an army which it would wield in its war on chaos and flesh, on mortal kind.

It selected souls that it deemed worthy and transformed them into Hell's elite foot soldiers; the Cenobites. They would enact the Leviathan's will throughout the world and ensure new souls would be sent to Hell to be judged by the Leviathan. Those who are judged worthy are made into Cenobites, transformed and given new purpose. Those who are not, however, are consumed by the Leviathan, sustaining its power.

The Black Light. As the Leviathan floats above its domain, it shines its black light, its essence upon all it controls. Beams of dark energy sweep across the never ending landscape of the labyrinth. When it falls upon a mortal, the Leviathan's presence slips inside, a liquid shadow seeping through every pore, penetrating every orifice. The sinner feels every sin and wrongdoing they have ever committed. When it finally passes, it knows more about that individual than they know themselves.

Vulnerable Configuration. Though many have tried, it is not known if the Leviathan can be destroyed or even damaged. But what is known is that it can be temporarily weakened by solving one of the puzzle boxes into its Leviathan Configuration while in Hell. When done, the Leviathan's form changes from its original diamond shape to a cube that resembles one of the LeMarchand boxes. While in this state its powers are greatly reduced, losing the ability to consume souls, convert mortals into Cenobites, or do little more than command Hell's army. It is unknown how long this weakened state lasts but it seems tied to the state of the LeMarchand box used.

THE ENGINEERS

These twisted creatures seem to be constructed from something between scales and human skin. They have blazing amber cat-like eyes, a scorpion-like tail and several rows of teeth. The Engineers always hang upside down, hanging from their back feet which hold them up on the walls of the labyrinth as they travel. The Engineer's limbs end in hand-like appendages instead of having feet. They can also produce bladed tendrils.

Servants to the Labyrinth. The engineers serve the labyrinth in any way they can. They act as guardians in its twisting corridors and clean and repair broken architecture. Sometimes they even accompany Cenobites in the field in detaining or retrieving someone who opened a LeMarchand box.

Supernatural Builders. One of the primary purposes of the engineers is to create the unique torture devices and implements of the Cenobites. They have remarkable intellect and that allows them to build some truly horrific machines of torment and torture, optimising the suffering of a soul. This is where the name of the engineers comes from.

Monstrous Transformation. Mortals who found there way into Hell and were forced to wander the labyrinth for an eternity are eventually twisted and changed into the grotesque form of the engineers. They lose all memories of their former life and are given their true purpose, to serve the labyrinth.



THE GUARDIANS OF THE PUZZLE BOXES

Demonic guardians of the puzzle boxes known as Eremites or “Keepers”, they act at the Leviathan's emissaries on the material plane, luring unsuspecting souls into Hell. It is their duty to stand as guardians to the toymakers creations, retrieving and distributing them to those who would seek them out.

Solitary Protectors. While the Cenobites are comunal more often than not, Eremites are solitary. They serve the Leviathan's will, solo. They're custodians of Hell's devices, passing on LeMarchand's toys onto new owners, and keep the puzzles safe from harm.

Seekers of Desire. Wandering the fringes of our world, they follow trails scented by lust and desire. They manipulate, tantalize and enthrall, dealing the keys to Hell like a drug.

THE ENGINEER

Medium fiend, lawful evil

Armor Class 16

Hit Points 40 (9d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	19 (+4)	13 (+1)	8 (-1)

Saving Throws Dex +5, Int +6

Skills Investigation +6, Perception +3

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 120 ft. passive Perception 11

Languages Understands all languages but can't speak.

Challenge 4 (1100 XP)

Spider Climb. The engineer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Magic Resistance. The engineer has advantage on saving throws against spells and other magical effects.

Magic Weapons. The engineers weapon attacks are magical.

ACTIONS

Multiattack. The engineer makes 3 attacks: two with its claws and one with its tendrils

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d8+3) slashing damage.

Tendrils. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 10 (2d6+3) piercing damage.

Leviathan's Light (1/Day). The engineer opens its maw and produces white fire that shines with the brilliance of a minor sun. All creatures within a 30 foot cone must make a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can make the save again at the beginning of its turn to end the effect.

Lairs of Refuse. Often they have a home, a lair to which they can return and rest. They are usually dark and infested places hidden in sewers or under bridges, built like a rat's-nest, out of garbage. Amidst the clutter is their collection; trophies, mementos taken from their victims. Coin purses, jewelry, fingers, with sketches pinned to a wall with nails beside newspaper clippings and posters describing those who will remain forever “missing.”

Clever Shapeshifters. Wrapped most often in human skin from the flesh vats of Hell, these guardians roam free of detection. They can appear as anything they wish; a beggar on the street corner, a purring green-eyed cat that softly pads into your life on white-booted feet, or, if necessary, a creature you've seen only in your nightmares, lifting into the night sky on ghoulish tattered wings. Their true form is that of a demonic skeletal dragon with long, black horns sprouting from its empty eye sockets.

What is Your Pleasure, Sir? "What is your pleasure, sir?" Is the common phrase asked by a Keeper to those who seek the dark path to forbidden pleasure and pain. For those seeking something new, something dark, dangerous, something to put the edge back on their dulled life, they don't look long, for Hell will surely find them.

Undead Nature. Eremites do not require air, food, drink, or sleep.



GUARDIAN OF THE PUZZLE BOXES

Huge fiend, lawful evil

Armor Class 19

Hit Points 171 (18d10 + 72)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	19 (+4)	14 (+2)	17 (+3)

Saving Throws Int +8, Wis +6, Cha +7

Skills Deception +4, Persuasion +4, Insight +6, Perception +6

Damage Immunities fire, poison, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight, darkvision 120 ft., passive Perception 16

Languages All

Challenge 12 (8400 XP)

Magic Resistance. Guardian of the Lament Configuration has advantage on saving throws against spells and other magical effects.

Shapechanger. The guardian can use its action to polymorph into any humanoid or beast, or back into its true form. Without wings, the guardian loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The guardian makes 3 attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

Leviathan's Breath (Recharge 5-6). The guardian exhales a beam of inky black energy in a 30 foot line that is 5 feet wide. Each creature in that line must make a DC 16 Wisdom saving throw as they are forced to relive their past memories in painful clarity. They take 22 (4d10) psychic damage or half as much on a successful one.